

55. GOVERNMENTS & NATIONAL WILL. (V 10.11.25)

A nation's government and its will to fight will affect the game as follows.

55.A. GOVERNMENTS.

The governments of various nations are shown in the game. The OBs specify where the governments are located; use the nation's capital marker to mark its location. Each nation's government may move or be captured. *Note: some nations have special rules about movement or capture of governments (Rules ???).*

55.A.1. RELOCATION OF GOVERNMENTS.

The phasing player may relocate any of his governments during his initial phase. When relocated, the player simply moves the capital marker from its present location to any city, (including a town) or any off-map holding box that he owns. *Note: This relocation uses special transport resources not represented in the game, so it does not cost the player any rail capacity or transport resource to relocate a government.*

If a government relocates to a hex outside its home country, the government is in exile. To show exile, use the side of the capital marker with the nation's name in brackets.

55.A.2. CAPTURE OF GOVERNMENTS.

If the enemy player gains ownership of the hex containing a government, roll a die. On a roll of 1 or 2, the government escapes capture, and its owning player must relocate it in his next initial phase. On any other roll, the enemy player captures the government. Remove the capital marker. The owning player reestablishes the government in the second initial phase after capture, by placing its capital marker in any city, (including a town) or any off-map holding box that he owns.

55.A.3. MORALE EFFECTS OF CAPTURE.

A nation's units have their combat strengths affected as follows:

- a) All combat units are half strength for the remainder of the game turn in which their government is captured by the enemy and during the next turn.
- b) They are $\frac{3}{4}$ strength during the game turn their government is reestablished (beginning with the initial phase when the capital marker is placed).

Note: A government's forces may be further penalized or use a different method when its government relocates or is captured (Rules ???).

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